Dinner on a Disk™

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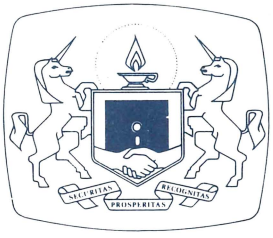

The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II+, or Franklin Ace™ 1000 • 48K RAM • Applesoft Dos 3.3 • Disk Drive

PACKAGE CONTENTS

Dinner on a Disk diskette
Instruction Booklet
Warranty Card

OVERVIEW

The age-old art of cooking now joins the space-age art of computer technology! Meet **Dinner on a Disk**, the first computerized cookbook. At the press of a button any of dozens of recipes appears on the screen. Another press and you have a copy of the recipe to carry to the store or give to friends. **Dinner on a Disk** can't do your cooking for you yet; but it definitely out-computes all the other cookbooks around!

INPUTS AND OUTPUTS

In this booklet, the things you are to type into the computer are presented either within brackets, or in italics, depending on what it is you will type:

individual keys	<RETURN>, <3>, <P>
everything else	*33, 27, 0*

The things the computer will show to you are presented in boldface italics:

(sample output)	***NEW CATEGORY NUMBER?***

IMPORTANT TIPS

Do make sure the shift lock light is lit if running this program on the Franklin Ace. This program recognizes only capital letters.

Do not press <CTRL-C> while the program is running. Damage to your program may result.

Do not open the disk drive door while the "in-use" light is on. This may damage your diskette and render it unusable.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Troubleshooting section of this manual.

Dinner on a Disk Manual V1
September 1982
Edited by The Software Guild

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INTRODUCTION

Dinner on a Disk is a cookbook, packed with dozens of delicious recipes. Like all Softsmith products, it is easy to understand and simple to use. These instructions will tell you all you need to know about using **Dinner on a Disk**. Please read them carefully and practice a few times first. Then you're ready to cook and enjoy. Welcome to the age of computerized cooking!

WARRANTY CARD

Please take a moment to complete and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacement of damaged diskettes.

GETTING STARTED

To get started with **Dinner on a Disk**, simply follow these steps (this is called "booting"):

1. Make sure the power switch on the rear left of the computer is in the off position.

2. Open the disk drive door and slip the diskette into drive –1 with your right thumb on the diskette's label. (The label will be up and will be the last edge of the diskette to enter the drive.)

3. When the ditte is entirely in the drive, close the drive door.

4. Turn the power switch to the on position. You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.

You will now see the Softsmith logo page and then the **Dinner on a Disk** title page appear on the screen.

A CLOSER LOOK AT DINNER ON A DISK

Using **Dinner on a Disk** is easy! Just like any cookbook, it has a table of contents, an index, and lots of delicious recipes. Unlike a cookbook, however, you need to press keys rather than turn pages. This is easy too, and to help you learn about the keys, **Dinner on a Disk** has a 'help page' telling you what keys to use.

When you first start **Dinner on a Disk** (see the "Getting Started" section) you will see the "help page" on the screen. Press <RETURN>. Now you are looking at the "category page" or table of contents. You can look up a recipe according to style of cooking by pressing the number of the category and then <RETURN>. Lets look at category 0, the index. Press <0> and then press <RETURN>. Now you are looking at the first page of the index. The recipies are arranged alphabetically. Press <← > and <→ > to flip through them. Then press <ESC> to see the category page again.

You have already used almost all the keys you will need to know! Here is a list of all of them:

<H>, <ESC>, </>, <← >, <→ >, <P>, <RETURN>

Even counting the number keys, that's certainly not very many, is it. We'll explain each of these in a little more detail below.

<H>

This key will show the "help page" on the screen. If you ever forget what key to use, pressing <H> will show you this page. When you start **Dinner on a Disk**, this is the page that you will see first.

<ESC>

This key will show you the table of contents, or "category page." The recipes are grouped according to cuisine, occasion, and so on, just like any cookbook. Typing a number and then pressing <RETURN> will take you to the first page of the category you selected. Pressing <0> and then <RETURN> will show you the index.

</>

The index shows you what page each recipe is on. To go to a recipe directly, press </>, type the page number, and then press <RETURN>. If you remember what page a recipe is on, you don't need to go to the index first.

<←>, <→>

These keys allow you to flip through recipes or look at different pages of the index. <← > lets you look at an earlier page, <→ > goes to the next one. When you have looked at all the recipes in a category, <→ > will turn you back to the "category page."

<P>

This key allows you to print the recipes on a printer, if you have one. First, you must go to the category page (just press <ESC>). Then press <P>. The computer will ask you what slot number your printer is in. In most cases, this will be slot number one, so just type <1> and press <RETURN>.

Later, when you have found a recipe you wish to use, just go to the page it is on and press <P> to print it on the printer. You won't have to reset the printer slot number again unless you stop **Dinner on a Disk** and restart it.

<RETURN>

Don't forget to press this key after you have typed in a number. The computer won't know you are finished typing until you press <RETURN>.

Oh, and one more thing. When you are finished using Dinner on a Disk, just turn the computer off and put the diskette away!

TROUBLESHOOTING

If you have problems running your program, call us at The Software Guild Service Department (415) 887-6692. We may be able to help you, or at least tell you what is wrong.

Given normal use, it should not be possible to damage your diskette. Should your diskette become damaged, please send us the diskette together with a short description of the problem. The Software Guild will replace your disk promptly, per provisions in the warranty.

The objective of the Software Guild is provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

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